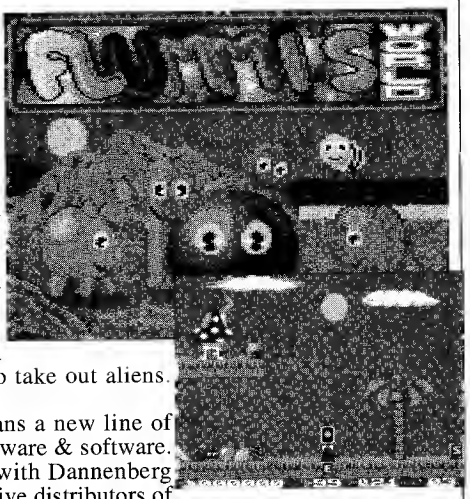
LOADSTAR LETTER #29

December 1995 Companion to LOADSTAR #139 "The Data &Modem Wars Continue."

New Products From Threshold Productions

Threshold Productions is a developer and publisher for Commodore 8bits. They've recently shipped Flummi's World, a platform type game where you must help guide a rolling ball from its starting point to an ending point somewhere on the screen. There are little beasties which get in your way, bonus that let you jump higher, you build brick steps/walls, and many other things on your way to the end in this 30 level game. Retail Price: US$19.95.

The Gangster & Time Traveler "shoot'em up pack"have one intent: kill the enemy!In Gangster you play the role of a police officer and must try to stop them from breaking out of prison, escaping in automobiles, and taking hostages in a building.



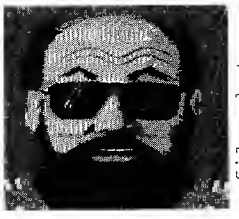
Time Traveler sets you as an army recruit who warps through time, stopping to shoot down bi-planes, helicopters and sometime in the future to take out aliens. Retail Price: US$14.95.

Threshold also plans a new line of sound/music related hardware & software. They have inked a deal with Dannenberg Concepts to be the exclusive distributors of their products: "MOD Player 128", "Dual SID" (stereo SID board) "Sound Studio v4.0" a 16-bit 4 channel sound board (no name yet), an 8-bit sampler (no name yet).

Further information will be provided in the month to come. MOD Player 128 is in beta testing at the moment and should be shipping by the time this newsletter ships. The hardware is in prototype stages and should be ready to ship within two months. Contact: Jonathan Mines / 1RC Nick Skyclad / Head Manager @ Threshold Productions,17730 15th NE Suite #229 / Seattle, WA 98155. tpinfo@eskimo.com (206) 361-1332 ❑

Captain Calhoon Is Coming To A T-Shirt Near You

by Jeff Jones. Remember Captain Calhoon, Fender's recurring nemesis? Well he's back in action and heading for the next round of LOADSTAR collectible t-shirts. Since Calhoon is so elusive, we only have an artist's conception of his appearance. That artist is Walt Harned. Since I've been at Softdisk, we've had a steady succession of company t-shirts. Now that LOADSTAR is wholly owned by J&F Publishing, Fender feels it's time to do something wild and crazy.



file photo

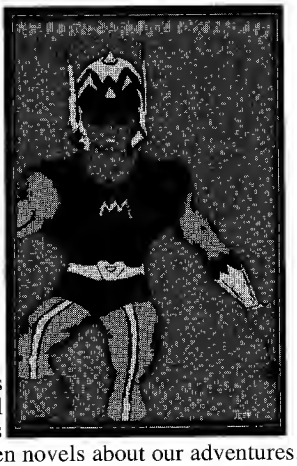
As far as I know, LOADSTAR was the only Softdisk company to come out with its own collectible t-shirt. Of course my t-shirt, purchased in the early 90s when I weighed more than 350 pounds, is an XXX-large, and way too big to wear now, so I wear my wife's -- since she wears all of my other shirts to bed!

Since Calhoon is so determined to appear in issues of LOADSTAR, we've decided to give him a more self-serving forum which might keep his sadistic logic problems off of our pages. The high-kicking design is what we're working with. I'm sure Fender will come up with clever quips for the front and back of the shirt.

There will only be a few hundred made, so when they go on sale, get yours, or be uncool.

a Dan Scan of the proposed design

Ahem, I must take this opportunity to mention that Fender has appeared on a t-shirt, and a flyer. Calhoon has appeared, rendered by Walt Harned, a number of times in the past, including two times in this newsletter. Yet, save for one badly digitized video capture of me way back on LOADSTAR #60, the ever handsome visage of Jeff Jones' alter ego has continued to escape the view of LOADSTAR readers. Since Fender is pushing his alter ego, I'm taking this opportunity to show my alter ego. His name is *Skyrider*. First penned in 1977, he's the leader of a group of superheroes known as the *Sentinels*, drawn in custom comics by me and my friends. Of course in *their* personal versions, *they* were more powerful than Skyrider, and often pummeled him. To the right of Sky is *Wondor*, his proud and magical companion. We devoted many hours and reams of paper to drawings and even novels about our adventures. I honestly believe that I wouldn't be editing this newsletter now if not for the experience gained drawing these pictures and the stories associated with them fifteen years ago. ❑



Rumor Mill: New C-128 Web Browser & New CD-ROM Driver/Disk

Heard over the grapevine by Jeff Jones. *The information that follows is only rumor. I can't vouch for it or answer any questions about it. If you believe this information and somehow lose your farm, blame someone else.*

Whispered by CYNRCR @ ELY On: Tue Nov 21, 1995 5:32: Has anyone else heard of the latest product from Maurice Randall? A 128 Geos Web Browser-Term program called *The Wave!* Lots of goodies with this one. Maurice already has the basic term packege written, and is

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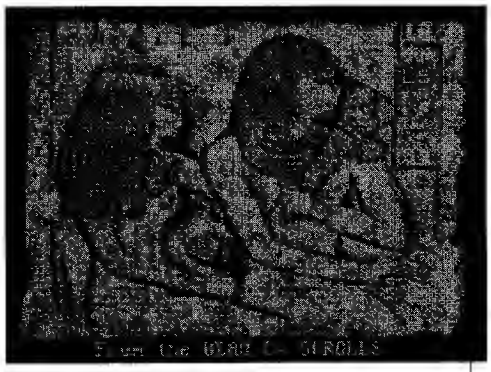


working on getting everything else working. Check out the messages left on USENET newsgroup Comp.sys.cbm for a lot more info. Yes a 64 version is to be worked on AFTER the 128 version is shipped. Might even try dropping snail mail [with SASE *(jj)*] to: Click Here Software Co., PO Box 606, Charlette, MI 48813 ❑

Forwarded by X-> MIKE <-X @ DMB On: Tue Nov 28, 1995 10:02 AM: Subject: ANNOUNCEMENT: New CD for the C-64/128 Date: 5 Nov 1995 14:30:41 GMT

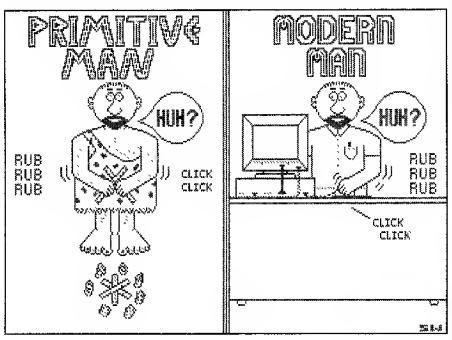
A new CD for the C-64 / C-128 is ready: *"BREADBOX-CD"*. It contains around 1200 disks (C-64 format) with legal software (share-/freeware and pd) for the C64, the C128 and for GEOS too. It contains demo versions of 64NET (with GEOS support, writing to PC disabled), CD-ROM-Commander 128 (reads CDs from an SCSI-CD-ROM connected to a CMD-HD), CD-Audio-Player (for SCSI-CD-ROMs connected to a CMD-HD) and 10 mostly German commercial GEOS programs. Also, there is a patch to run GEOS with the emulators PC64 and C64S on the CD. Additionally, there is a Windows program to display pics, read D64-directories, copy and unzip files. The CD is mastered with booklet (german) & cover. The CD is priced at DM 49 or $35 plus shipping based on the actual cost. For further information, you may mail me at mmatting@cube.net.

Matthias ❑

Data Wars: The Email Strikes Back!

A long time ago, in a newsletter far, far a way, I wrote that I feel data is always singular despite what it means in Latin. Here's the response I got:

Snail Mail From Jim Sitton: Sorry about the old-fashioned mode of communication. I regret to advise you that you've painted yourself very publicly into a corner with your datum/data screed. It's all very well to be an incensed English purist, but a *latin* purist would tell you that, just as it's *bacterium is/bacteria are, proscenium is/proscenia are, stadium is/stadia are,* it's *datum is/data are*. Neuter gender, singular and plural, donchano. In translation, *"the fact is, the facts are."* If the idea of *data* and *are* co-existing peacefully in a sentence bothers you, there's always "data set is."



Jeff: My Email box bulged slightly with challenges. Here's an example of what I received:

Charles_Hollingsworth_at_Thousand-Oaks@scimail.risc.rockwell.com wrote to me also: Jeff, my dictionary (New Webster's) does not list 'data', only "datum", with, of course, data as the plural. The definition is "Some fact or condition granted to be used for further research or reasoning." I think that this is not a matter of computerese, but of REAL purist English. Therefore, I must conclude that one datum is correct, albeit somewhat stilted in today's version of the language. (If I were consistent, I suppose I would also use "per centum".) Granted that much of today's English is butchered beyond recognition with Madison Avenue spelling, run-on sentences, misplaced modifiers, and dangling participles, it is important for those of us who care, to continue the fight for what is right. (That's why we still use C= equipment!)

I showed the newsletter to a friend here at work and he Emailed me this:

10. Each datum in the collection of thousands of bytes is correct.

11. Consequently, all of the data are correct.

Jeff--you may be an English purist, but that doesn't translate to being correct in the Latin foundations of useage. When you finish your lab assignment at LSU and graduate, you will probably also call yourself an alumni. Too bad.

Jeff's Reaction: Your friend's example #10 has *each* as a subject, *not* datum (though datum would work. Your example #11 has *"all"* as a subject, *not* data -- and data *wouldn't* work in my book.

Consider the word, *forest.* It refers to a group of trees. I normally say *"the tree **is** to my left but the forest **is** all around us."* But by your rules, I would say *"The tree **is** to my left but the forest **are** all around us."* Indeed, the plural of forest, *forests,* should be error since the plural is implied as in data. After all, is *datas* a legitimate word? Yet, isn't there more than one forest?

I will concede that the sentence, "isn't there more than one data," strikes me as odd, and though I consider data as *always* singular, I'd *never* refer to two data files as *datas.* But would you refer to a file with one byte in it as a *datum file?* You guys are the sticklers, not me. To call a one-byte file a *data file* is error, right?

In my previous diatribe, I was speaking of English-speak, not latin. I realize completely that datum is singular and data is plural -- in *latin*, but when you're speaking *English*, you don't jump into latin rules *only* when using *data* in a sentence. If you say "*the data is correct*" completely in latin, you're in error. Since we speak English, I think the English side should dominate. We can make *data* mean anything we want. Apparently we *want* to use data to *name a set.* We've sublimated thousands of words into our language, mutating them at will. I find it odd that *data* should stay latin-pure.

Jim Sitton makes a good point when he brings up the term, *data set* and pairs it with *is.* I think I stated last month (in so many words) that *data set* is almost always implied when we use the word, data. It is difficult for me to use the word, *data*, and *not* imply *data set.* I'm not saying it's impossible, but the result would be stilted for my tastes. *Set* is another word can denote a void, singularity or infinitely large collections, but simply *can't* be plural. The etymology of the word, *set*, doesn't matter. The moment you call a series of numbers(which is what data usually *is*) a *set* or a *subset*, you've created a singularity. As a matter of fact, *data* means *set* as far as I'm

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*** No, we didn't misspell "complete." Compleat is the ten dollar spelling of complete.**

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concerned. Can this be denied? Can a better word for *data* be found in a thesaurus? I dare say that the reason we don't see *data set* much at all anymore is because it's *redundant.*

Nice try, readers, but I'm sticking to my guns. Data is definitely singular in modern usage. It's fine and dandy to shout from the mountains that we realize the *origins* of a word, but the *usage* of a word can be much more important than its origins. English is a wonderfully hacked out language. There are many English words that double as their own plurals.

There's a scripture that reads, *"...and let your conversations be acceptable in the sight of The LORD..."* How ironic! As I have stated in the religion board on our BBS, the word, *conversations*, as used in the King James Bible, meant *actions*, not speech. I don't see anyone defying the obvious mutation, even though Bible readers are sticklers for etymology. That's because *current usage* can override origin.

Of course there is one way to end this data war and silence me: Just resurrect the word, *datum!* Make it illegal to use the word, *data*, when referring to a single byte. Use *datum* for that, and *data* for those. *That* computes. ❑

Modem Wars: Return Of The JBEE

by Jeff Jones. This is more reaction from last issue. I shared with LOADSTAR readers the true reason why we left the GEnie Flagship, as mentioned in an early LOADSTAR LETTER. The reaction was at first what I thought it would be, but Steven Satak uploaded an interesting argument to our BBS. First here's a note from Truman Howes:

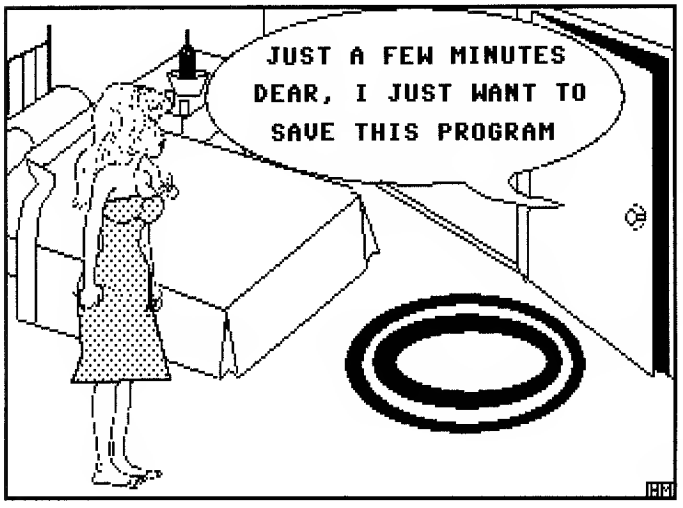
From:trhowes@beta.delphi.com: Greetings! After reading your article and investigating the rest of the newsletter. I see a great injustice has been done to you. I have written to TIMS and C128.JBEE and expressed my displeasure at their antics and the final results of there efforts. I am also a member of this unique action taken by Genie. I was a member of the Military RTC and enjoyed our weekly conferences. Genie was unkind enough to end the RTC without so much as a word to the members. The RTC staff were told but the rest of the group was kept in the dark. Now disbanded an spread through out the Genie community, we no longer meet and exchange ideas. I am beginning to believe that our government is better run than Genie. But having worked in our government I know differently. I think Genie is taking on some of our government's qualities. What a shame to see your talents and those who contribute to the positive being wasted by the very ones who can use the help. Oh well life goes on and then you get sunburned at the beach.

Truman R. Howes ❑

And from Steven Satak comes an argument about online body language:

Modem Wars IV: Reading Between The Lines

by Steven Satak. Jeff, just got issue #138, with Loadstar letter #28. Most of the news was thought-provoking, but none more so than your "Letters to the Editor." Specifically, the series of events that got you booted from the Flagship area on GEnie.



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First, I must confess that I haven't gone online with the big boys since Q-Link became a footnote in Commodore history. However, having been a denizen of a Seattle Bulletin Board (the ISS Mystery BBS) for over three years, I think I know where your problems are coming from - and why. Join the crowd, Jeff. You aren't the first person to fall victim to a nasty side-effect of cyberspace living: the (mistaken) belief that the written word is all you need to communicate.

As you know, there are two basic types of communication. These are one-way and two-way. Anyone taking a class on teaching, leadership or human behavior will eventually run across a chapter on communications, and quickly realize that two-way communication far outstrips one-way in most (but not all) situations. The reason for this is that there is feedback in two-way communication, which is absolutely vital if you are to make sure that what you think you said and what the listener heard are the same thing.

When you talk about something in the presence of another person, there are several conversational cues coming at you all at once. It is the total sum of these signals that determines how you feel about the other person. How you feel about your conversational partner determines how you will interpret her words, and tailor your own behavior and conversation. Spin is everything in a social situation. Body language is just one signal. Yawning, drumming fingers, crossing arms or legs, staring off into space, looking at a watch or clock - and look how much we learn by it. If someone invades your personal "bubble," they are either offering intimacy or threatening you. And no words need be spoken to convey these strong emotions! Body language is powerful stuff. Can you imagine doing without it?

Now, imagine a conversation where all you have are words and a few tonal replacements. ALL CAPS MEANS YOU'RE SHOUTING. BUT WHY YOU ARE SHOUTING IS NOT ALWAYS CLEAR....or justified in the eyes of others. How about punctuation?? I'll tell you a secret that most people don't talk about. You know that cute little :) that means a smile online? It does not generate the same feeling of warmth and humor

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For your convenience, GeoViewer is included on each volume for quick and easy viewing/printing outside of the GEOS environment. For optimum usefulness, GEOS 2.0 is suggested.

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that a real smile does. Not at all. It only indicates the writer is not very serious about what he posted. :) is often used to excuse really nasty comments that might otherwise start a flame war.

Some might argue that Email is better than an actual letter because it's faster. But email is not fast enough for social conversation, and never will be. How long did your last post or email take to get a response? How long would it have taken if you were standing in front of that person, actually discussing the subject? Just think how much you could have accomplished with that person over a latte!

When you write a letter to another company, or a friend, or whatever, you're generally on your best behavior. You try your best to convey the meaning you want in the words you write. That's why there are spell checkers. Who wants to look like an ignoramus? Do you see spell checkers online? Do you spell-check email or your posts? I thought not - and it's because email is so fast and isn't on paper, most folks use it as a substitute for conversation. But in person-to-person conversation, you can quickly negotiate away flame wars even if you *do* put your foot in your mouth. You can adjust instantly to correct what you said, apologize, and continue the conversation. Why do you bother? Because you want to keep the other person in a mood to listen to what you say and interpret it in the best possible light. If they are angry or distracted, you're wasting your time and breath. Your conversation is likely to "spin ugly", and no matter what you say, you lose.

Electronic text has almost no tone, no body language... and very little pacing. It's okay for casual contact, but not for situations where feelings have been hurt or business dealings are being done. Would you make up with your girlfriend in email? Would you apply for a job you really wanted with email?

What I am saying, Jeff, is that carrying on conversations solely through an electronic text-based medium tends to bite you in the rump after a while. Misunderstandings happen at the drop of a carriage return. Especially if you are dealing with someone who already has an attitude problem. I don't know what the deal is with John Brown or Parsec, but your innocent comment on GEnie was the proverbial straw. Parsec was a purveyor of incredible amounts of C-64 software, back in 1990. I recall they bought out TWIN CITIES 128. It's prudent to be on speaking terms with their boss, the C-64 market being what it is. How about paying John Brown a visit and taking him out for a latte? Or is it too late for that?

Did it help the situation to know whose fault it is? You had the moral high ground, true. I've been there. If you have to trumpet your innocence, it's a sure sign that innocence doesn't carry much weight. From your lofty position in the Tower, you can see that just being the injured party hasn't gotten you squat with GEnie. There's no mystery here. Organizations always back their official reps when the alternative is finding a qualified replacement to man the post. In addition, to admit that the rep was wrong is to admit the company exercised poor judgement in backing him - which just ain't gonna happen, pahdnuh. GEnie handled things the way one would expect them to. Yes, they're wrong. But with millions of users and only a few representatives, it was cheaper to keep the rep

happy than to please a customer.

You assume Tim Shehane cares about his customers the same way you, Jeff Jones, care about your customers. That's why you are unhappy with the way GEnie handled things. However with millions of GEnie users, I'm sure Tim has a lot of hassles to handle each day. And while J. Jones rates as a hero in the C-64 universe, he just doesn't figure very big in the GEnie continuum. Tim probably figured you knew your place in the world of the Big Online Services, and treated you accordingly. That is, just like any other individual user. Why do you think I still use a C-128 and subscribe to Loadstar?

Your innocence alone isn't going to improve things with John Brown. So he had a bad day. Then he came online looking for someone to hammer. Person-to-person, you would have sensed his unhappiness and chosen different words. Maybe you would have said "Gee, John, this looks like a bad time for you" and come around when he was in a better mood. But no, email doesn't allow that. Perhaps he was upset for months, his irritation growing each time you posted (a subtle insult directed at him) or didn't post (an intentional snub. You knew he was there and were avoiding him. You couldn't win. Not online, anyway. Would a demonstration that he was pigheaded and in the wrong increase his happiness quotient? Justified or not, John was pretty ticked off, and I'm afraid only a personal visit is going to mend things. Do you care enough to give it a shot? It sounds like there's a lot more at stake than access to the Flagship. But then, this was almost three years ago. Maybe it doesn't matter anymore.

Steve Satak/Poulsbo, WA ❑

Online Etiquette

by Jeff Jones. I think Tim Shehane does care about his customers, but caring is a far cry from admitting guilt. Even though I don't think "GEnie" initiated the wrong doing, a lawyer would tell Tim to back his underling because admitting that the sysop overstepped his bounds is the same as admitting that GEnie is responsible for any damages. This is why corporations try to sweep things like this, sexual harassment, and other wrong-doings, under the proverbial rug. Again, even firing the perpetrator is like *admitting* something happened.

Steve makes good points though. Caps online is indeed seen as shouting. I was called for shouting on Qlink when I only intended to *stress* words with CAPS. Of course I can use **bold** and *italics* all I want in this newsletter, but on LOADSTAR's disk magazine, we currently have no provision for color or italics. Yet no one, out of the many thousands of LOADSTAR readers in the past 7 years, has flagged me for "shouting" when I use caps in my disk articles.

Besides the lack of body language, people online have one larger problem: People are more aggressive online. They are more tempermental and reactionary, too. Gentlemanly males turn into sexual piranha online. Don't believe me? Log on with a female name, and then prepare to be swarmed. I don't know how women can stomach being online in some places. Couple all these free and altered egos with net shorthand, incomplete sentences, and the fact that *no one* can punch you in the nose, and you have the wild west online. Before you know it, you're in a flame war. I'm surprised to find myself in on on CommNet as I type this.

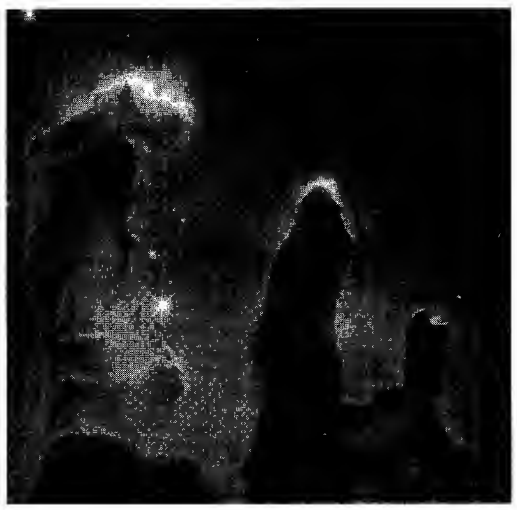
I don't pride myself on being a fearsome guy, and neither would Charlie Christianson, Jr. at CMD, but we're both big, muscular guys who can bench press far more than our bodyweights. I never like to intimidate people, but I miss that online because *few* people respect you online when they have the option of getting *IN YOUR FACE!*.

But there is one more terrible force online. I hate to admit this, being a sysop myself, but *sysops, assistant sysops, monitors and their underlings contribute 75% to the flaming online.* No one is easier to tick off than a person with power over you. What you have in many sysops is power to silence given to the untrained.

I was once kicked out of a debate room on Qlink -- for "being angry." That's it! that was my offense. Despite the fact that Qlink had no such law, my handle was indelibly stained. It was *Q-Crossfire*, a Qlink-sponsored debate held every Tuesday and Thursday. The topic was *race.* The Q-host "just knew" that I was angry, and no matter what I typed, no matter how much I told him I wasn't angry, he told me I was. All this was going on behind the scenes in private messages. He told me that I was offending a certain ethnic group in the room. I asked an open question: *"Am I offending anyone?"* A steady stream of *"no," "no," "no," "no," "no,"* scrolled up the screen followed by a few *"why do you ask?"* querries. No one in the room felt I should change anything. The Q-host sent me one last note, saying, *"You have challenged my authority online by asking that question to the entire room! You're begging me to do this..."* The next thing I knew, I got a system message: *Violation of terms of service can cause cancellation of your account*, and I was cast offline. One more bump like that and my entire Qlink account would have been revoked. All because of one person with power.

We sysops are a strange bunch. I try my best not to seem pious and testy on LOADSTAR's BBS. I have yet to revoke an account except for weeding inactive ones. Let me state that I know some *dandy* sysops, including Rick Nash, Bo Fain and *me* to name a few. I don't want to stereotype the whole bunch. 90% of all sysops are probably great people, but the job can attract people who have no power other than the power they use to push users around and threaten them.

I have to admit that I turn evil when I see a "hello" post. I mean "evil" literally. I get *sysop mad!* And the one thing that makes me *more* evil is when I kill five hello posts and *other* people in the net keep responding to them, keeping the post alive. One good thing about GEnie: They limit you to *one* hello post in one area. ❑



A Long Time Ago In A Nebula Far, Far Away

FOR RELEASE: November 2, 1995 PHOTO NO.: STScI-PRC95-44a PILLARS OF CREATION IN A STAR-FORMING REGION (Gas Pillars in M16 - Eagle Nebula)

Undersea coral? Enchanted castles? Space serpents? These eerie, dark pillar-like structures are actually columns of cool interstellar hydrogen gas and dust that are also incubators for new stars. The pillars protrude from the interior wall of a dark molecular cloud like stalagmites from the floor of a cavern. They are part of the "Eagle Nebula" (also called M16 -- the 16th object in Charles Messier's 18th century catalog of "fuzzy" objects that aren't comets), a nearby star-forming region 7,000 light-years away in the constellation Serpens.

The pillars are in some ways akin to buttes in the desert, where basalt and other dense rock have protected a region from erosion, while the surrounding landscape has been worn away over millennia. In this celestial case, it is especially dense clouds of molecular hydrogen gas (two atoms of hydrogen in each molecule) and dust that have survived longer than their surroundings in the face of a flood of ultraviolet light from hot, massive newborn stars (off the top edge of the picture). This process is called "photoevaporation. "This ultraviolet light is also responsible for illuminating the convoluted surfaces of the columns and the ghostly streamers of gas boiling away from their surfaces, producing the dramatic visual effects that highlight the three-dimensional nature of the clouds. The tallest pillar (left) is about a light-year long from base to tip.

As the pillars themselves are slowly eroded away by the ultraviolet light, small globules of even denser gas buried within the pillars are uncovered. These globules have been dubbed "EGGs." EGGs is an acronym for "Evaporating Gaseous Globules," but it is also a word that describes what these objects are. Forming inside at least some of the EGGs are embryonic stars -- stars that abruptly stop growing when the EGGs are uncovered and they are separated from the larger reservoir of gas from which they were drawing mass. Eventually, the stars themselves emerge from the EGGs as the EGGs themselves succumb to photoevaporation.

The picture was taken on April 1, 1995 with the Hubble Space Telescope Wide Field and Planetary Camera 2. The color image is constructed from three separate images taken in the light of emission from different types of atoms. Red shows emission from singly-ionized sulfur atoms. Green shows emission from hydrogen. Blue shows light emitted by doubly-ionized oxygen atoms.

Credit: Jeff Hester and Paul Scowen (Arizona State University), and NASA

You, Your Commodore Computer, and the Internet, Part 3: Terminal Emulation Software

by Jim Brain. When you have selected your modem, purchased or built the suitable interface for the modem, hooked it up to your Commodore computer, and turned all the components on, you must go through one more process before you can connect to the Internet. You must either buy, beg, or borrow some telecommunications software. Another term for this software is *terminal emulation software*, and it is a program that executes on the local Commodore computer.

Let's spend a moment talking about terminals. A terminal, or *teletype machine*, is a forerunner of today's computer systems in that this unit was used as the data entry console for large computer systems in the early days of computer use. Early units, commonly called *"tty"s*, contained a keyboard for data entry, and a printer for data display. Later models ditched the printer in favor of a reusable resource, the video display unit. These newer machines were called *"glass tty"* units. Remember that these machines did not perform any complex computations and could not be programmed like your Commodore. They did a simple job, which was to send and receive data. Hence, when newer computer systems came onto the market, these rundimentary units were called "dumb terminals". Some of the terminals that had some features of general purpose computers, like local editing and on board storage, were thus called "intelligent" terminals.

Now, of course, everyone owns what computer scientists call a "general purpose" computer. However, many online services utilize operating systems that expect to do all the work necessary for a user on a dumb terminal to use the service. Such services include commercial providers like Compuserve, as well as regional online providers using any version of the UNIX operating system. Why? Well, these providers have chosen the dumb terminal as the lowest common denominator, reasoning that almost anyone has access to a terminal of some kind.

As time goes on, the definition of a "dumb" terminal changes. In the beginning of the computer age, any unit which could display the alphabet, the numerals 0-9, the common punctuation marks, a space, and a carriage return/linefeed was considered adequate. Now, some services, including most UNIX systems, suggest that the user use or emulate a certain type of terminal: the very successful *VT-100* terminal by Digital Equipment Corporation. This model was so successful, in fact, that the *American National Standards Institute (ANSI)* took the VT-100 command set, added a few extra commands, a created the *ANSI X3.64-1979 standard*. Most people erroneously refer to this as the "ANSI" standard. Since the ANSI X3.64 standard used a superset of commands found on the VT-100 terminal, terminals or terminal emulation programs supporting this standard would (read as whould) work on machines expecting a VT- 100 terminal.

The reason I outline some of the history behind this aspect of connecting to the Internet is for pure educational benefit. Even though someone can get connected without knowing all this, it seems as though people who master connecting to the Internet are immediately propelled to "Internet GURU" status and asked to help others get connected. Most people can't understand the concept of a computer emulating something else, and someone can get lost doing the protocol/standards shuffle, so this information would be filed away for future reference.

It is beyond the scope of the class to outline every telecommunications program available for the Commodore computer system. I can, however, make the following recommendations for you as you begin your search:

Programs that come bundled with older Commodore modems are usually not worth using. There are exceptions, but I can state with certainty that using something like Common Sense for the 64 isn't. Programs that come bundled with newer IBM or Mac modems won't work. For connecting to the Internet, 80 columns is important, although most Internet programs allows column sizes to be changed. For ease of use, however, a program that supports the 80 column mode of the C-128, or emulates an 80 column screen on the 40 column screen is a good choice. For ease of setup,. choose a program that supports either ANSI or the VT-100 standard. Once you are familiar about how things work, you can try out other emulations if your choose. The program must be compatible with your modem. Although I don't recommend a CBM 1660 modem to anyone, numerous people own them. This modem is only supported by a few programs. Also, for those who opted to purchase the Swiftlink or HART cartridge, some programs do not support one of more of these interfaces. Most terminal emulation programs include some type of upload/download file capability. Ensure that the program you use has at supports the X-modem protocol. (Punter is a great protocol, but it just isn't supported like the X,Y, and Z modem protocols).

Three programs I do know of and know are widely used by Commodore users are: *Dialogue 128* (commercial), Desterm (shareware), *ACETerm* (freeware with Craig Bruce's ACE Package), and *Novaterm* (currently shareware, but soon to be commercial). There are countless others, and I would more than happy to hear about them. For the class examples and sample scripts, we will be using the Novaterm package. Since terminal program selection is somewhat of a religious issue in the Commodore online community, let me state my reasons for selecting this program:

1. The class needs a common terminal program for me to cite examples from. Since Novaterm will work on both the C64 and the C-128, it covers more of the class audience.

2. Novaterm is still actively updated and supported. Although rumors of a new version of Desterm have recently surfaced, Desterm has not been updated in quite some time, and Dialogue will not be updated, according to the author.

3. Novaterm is shareware, meaning the user can try out its features before purchasing it. If, after the class concludes, you decide that you would rather use Dialogue 128, you are out no money, but you will be able to migrate to the other program by having used Novaterm first.

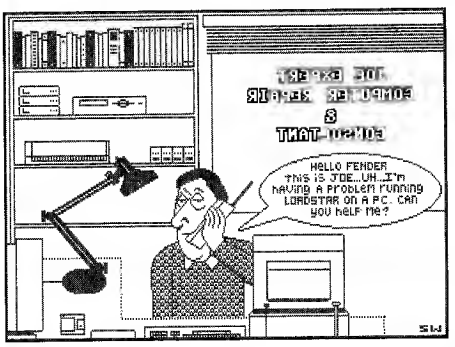
4. Novaterm supports all of the features included in my list above except HART cartridge support.

5. I have much personal experience helping people set up Novaterm, and can answer questions more effectively.

Note that I am not recommending everyone purchase Novaterm. As I use terminal program other than Novaterm for many functions, I can't dictate what program you use, but I do need a common denominator for examples used in the text.

Next time, we will discuss setting up the terminal program for dialing into the internet service provider and how to "login" to the system.

Seeya then.



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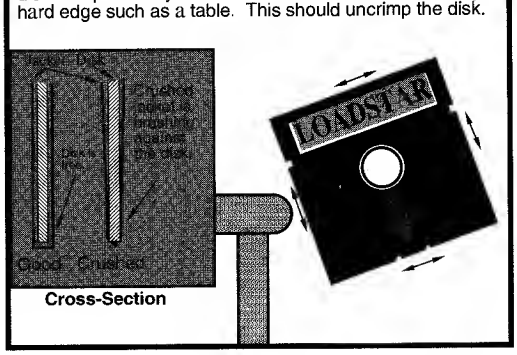

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Cadpak 64 (Abacus)	$22.00
Cadpak 128 (Abacus)	$25.00
Chartpak 64 (Abacus)	$17.00
Chartpak 128 (Abacus)	$25.00
I Paint v1.5 (128, 80-col., 64K VDC) (Living Proof)	$39.00
I Port v1.54 (128, 80-col., 64K VDC) (Living Proof)	$29.00
Outrageous Pegas (Batterias Included)	$19.00
PaperClip 3 64/128 (Batteries Included)	$35.00
Parsonal Portfolio Manager (Abacus)	$16.00
Pocket Writer 2 (64) (Digital Sol.)	$65.00
Pocket Writer 3 (64 or 128) (Digital Sol.)	$70.00
Pocket Planner 2 or Pocket Filer 2 (Digital Sol.)	$35.00
PowerPlan 64 (Abacus)	$16.00
RUN Productivity Pak I, II, or III (Spacify)	$15.00
RUN Supar Starter Pak 1541 or 1581	$20.00
RUN Works	$20.00
SEC Check Register 128	$29.00
SuperScript 64 (Precision)	$15.00
SuperScript 128 (Precision)	$20.00
Subarbese 64 Version 3.01 (Precision)	$35.00
Superbase 128 Version 3.01 (Precision)	$35.00
SwiftCalc 64 (Timeworks)	$16.00
Tex Parfect 64 (Free '94 Upgrade)	$69.00
Tax Perfect 128 (Free '94 Upgrede)	$79.00
TWS 64 w/Speller (Busy Bea)	$29.00
TWS 128 w/Speller (Busy Bee)	$39.00
TWS Modules (HD/RL/Illustrator)	each $5.00

Telecommunications

Aprotek MiniModem C-24 (C= ready, 2400 baud)	$69.00
Aprotek MiniModam C (C= ready, 1200 baud)	$50.00
Aprotek Modem adapter (C= to Ext. PC Modem)	$20.00
BOCA 2400 Baud Modem	$69.00
BOCA 2400 w/SwiftLink and Cable	$99.00
BOCA 14.4K bps FaxModem	$129.00
BOCA 14.4K w/SwiftLink & Cable	$159.00
BOCA V.34 28.8K bps FaxModem	$259.00
BOCA V.34 w/SwiftLink & Cable	$289.00
Dialogue 128	$29.00
SpeedTerm (Abacus)	$25.00
SwiftLink RS-232 Cartridge (Up to 38.4K baud)	$39.95
SwiftLink Modem Cable (DB9-DB25)	$9.95

Games

Atomino	$17.00
Ballistix	$13.00
Blood Money	$15.00
Chompl	$10.00
Dey In the Life of Prehistoric Men	**$19.00**
Escape Route	**$19.00**
Heavenbound	**$19.95**
Ieland of the Dregon	**$19.00**
Laser Squad	$13.00
Lione of the Universe	**$19.95**
Meinframa	$13.00
Menace	$15.00
Navy Seal	$10.00
Rings of Meduse	$16.00
RUN C128 Funpak	$15.00
RUN C64 Gamepak	$15.00
Skate or Die	$13.00
The Amazing Spider-Man	$15.00
The President Is Missing!	$10.00
The Three Stooges	$10.00
Tie Breek Tennis	$16.00
Total Eclipse	$10.00
Ultima V	$17.00
Wings of Circe	**$19.00**
Wizardry 5: Heart of the Maalstrom	$24.00

JiffyDOS

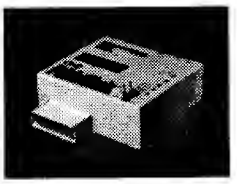
Increase Speed Up to 1500% while retaining 100% compatibility

- Speeds up Loading, Saving, Verifying, Formatting and Reading/Writing of Program, Sequential, User and Relative files unlike cartridges which only speed up Loading and Saving of PRG files
- Built-in DOS Wedge plus 17 additional features including file copier, text dump, printer toggle, and redefinable function keys make using your computer easier and more convenient
- ROM upgrade installs easily into most computers and disk drives. Supports C-64, 64C, SX-64, C-128, 128-D, 1541, 1541C, 1541-II,1571, 1581 and more.

FD Series

3.2 and 1.6 MB 3.5" Floppy Drives

The FD-2000 and FD-4000 disk drives utilize today's latest 3.5 inch disk drive technology. FD-2000's support 800K (1581 style) and 1.6 MB (High Density) formats, while the FD-4000 also offers support for the 3.2 MB (Enhanced Density) disk format. Fast and reliable, they support 1541, 1571 and 1581 style partitions, Native Mode partitioning and can actually read and write 1581 disks. FD's feature built-in JiffyDOS, SWAP button and optional Real Time Clock. High capacity, speed and compatibility make the FD right for every application, including GEOS.

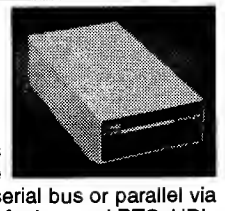


RAMLink

Power-Backed Expandable REU

The fastest possible form of storage, RAMLink provides instant access to files and retains data while your computer is turned off. Easy to use and expandable up to 16 MB, RAMLink utilizes the same powerful operating system found in CMD Hard Drives. Unlike Commodore REU's which are compatible with less than 1% of commercial software, RAMLink supports more than 80% of the commercial titles. RAMLink also offers built-in JiffyDOS Kernal, SWAP feature, reset button, enable/disable switch, pass-thru port and RAM port for REU/GEORAM use. RAMLink offers maximum speed, expandability and compatibility with all types of software and hardware including GEOS.

HD Series



SCSI Hard Drive for the C-64/128

HD Series Hard Drives are available in capacities up to 1 GB, are fully partitionable, and can emulate 1541, 1571, & 1581 disks while Native partitions utilize MS-DOS-style subdirectories. HD's connect easily to the serial bus or parallel via RAMLink. Includes built-in JiffyDOS, SWAP feature and RTC. HD's offer superior compatibility with most commercial software including BBS, Productivity and GEOS. And with new pricing, HD Series drives offer the lowest cost per megabyte of any C64/128 storage device.

Shipping and Handling Charges

Use the chart below to match your order subtotal with your shipping zone and method.

	Continental United States					
Order Subtotal	**UPS Ground**	**2nd Day**	**Next Day**	**AK HI, PR**	**Canada**	**Foreign**
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$20.00-$29.99	$5.00	$9.00	$18.00	$14.00	$7.00	$20.00
$30.00-$59.99	$6.00	$10.00	$20.00	$15.00	$9.00	$25.00
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